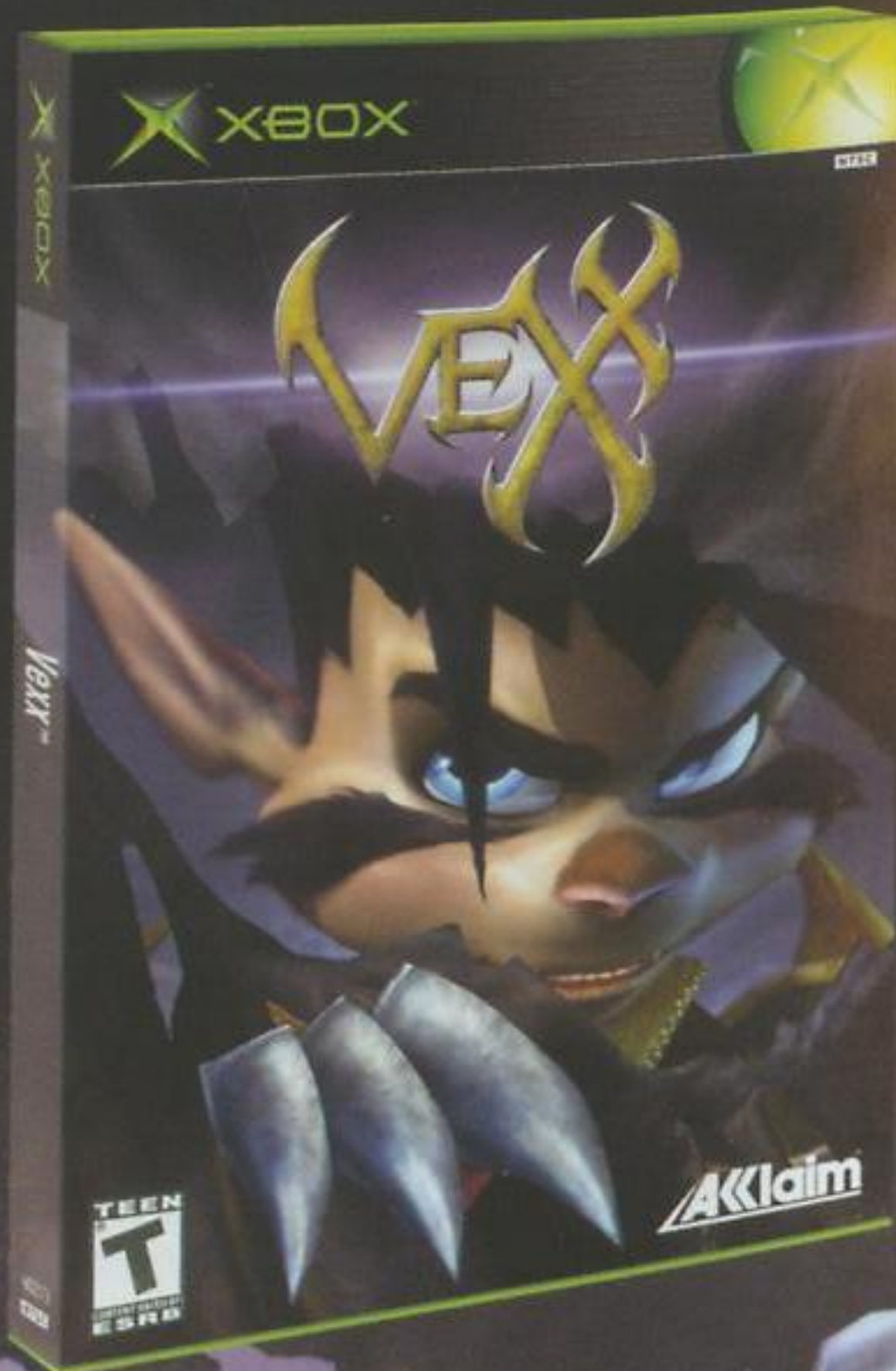
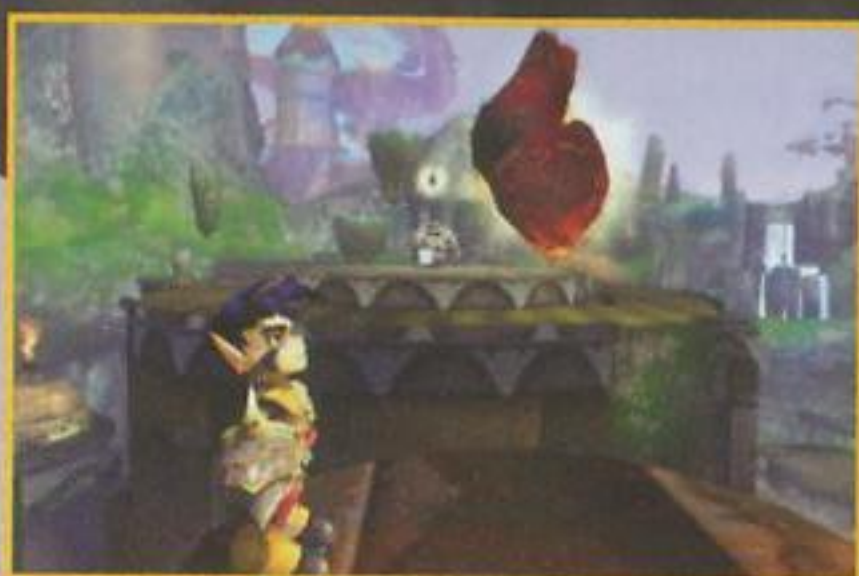


LOOK FOR

The Dark Yabu arrived during the storm and set forth his shadowraith minions to enslave the people of Astara. Only one escaped, taking Yabu's sacred Astani battle-gauntlets with him. It is now up to Vexx, slave-turned-savior, to avenge the death of his grandfather and free the people of his shattered world.



Violence

Akkaim

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XBOX



TERROR
EVOLUTION



Akkaim

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

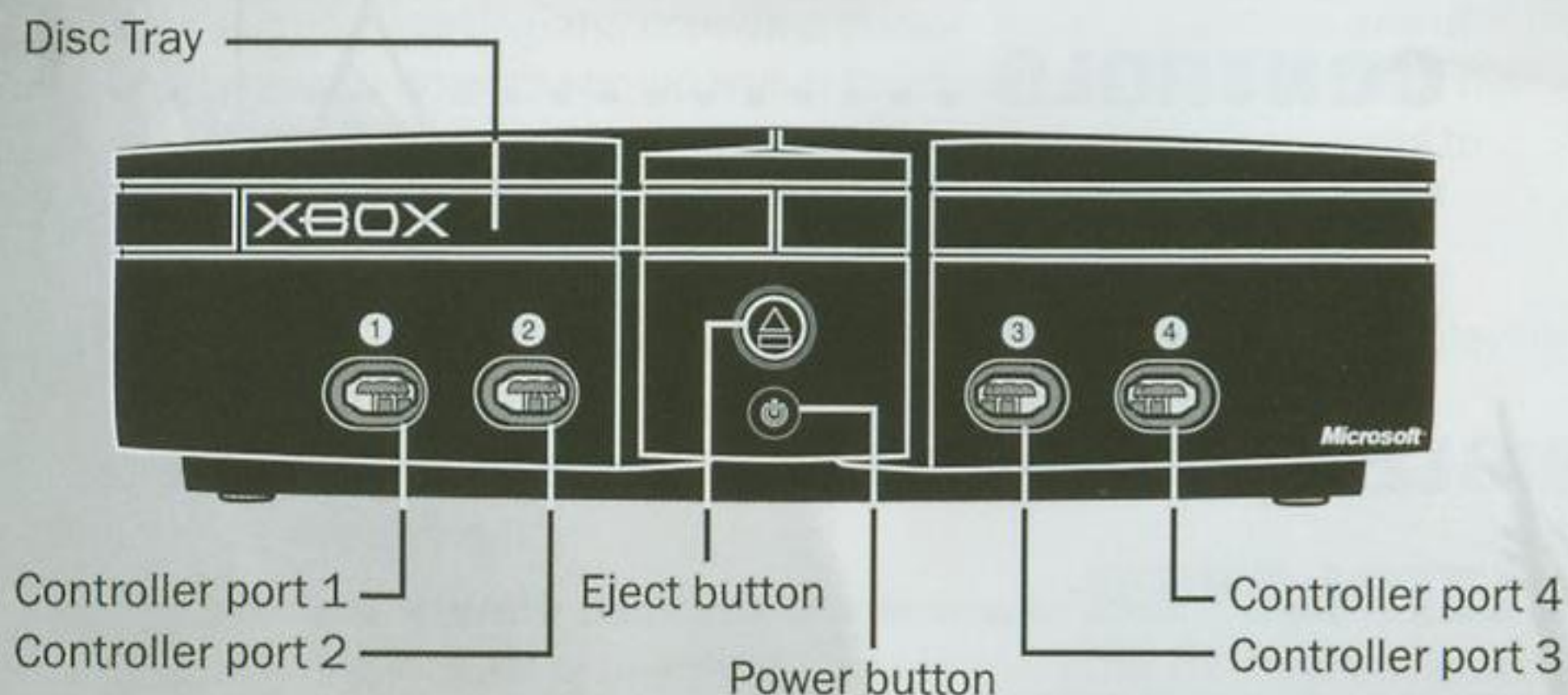
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Using the Xbox Video Game System

1. Set up your Xbox video game system from Microsoft by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Turok™: Evolution™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Turok™: Evolution™.



Avoiding Damage to Discs or the Disc Drive

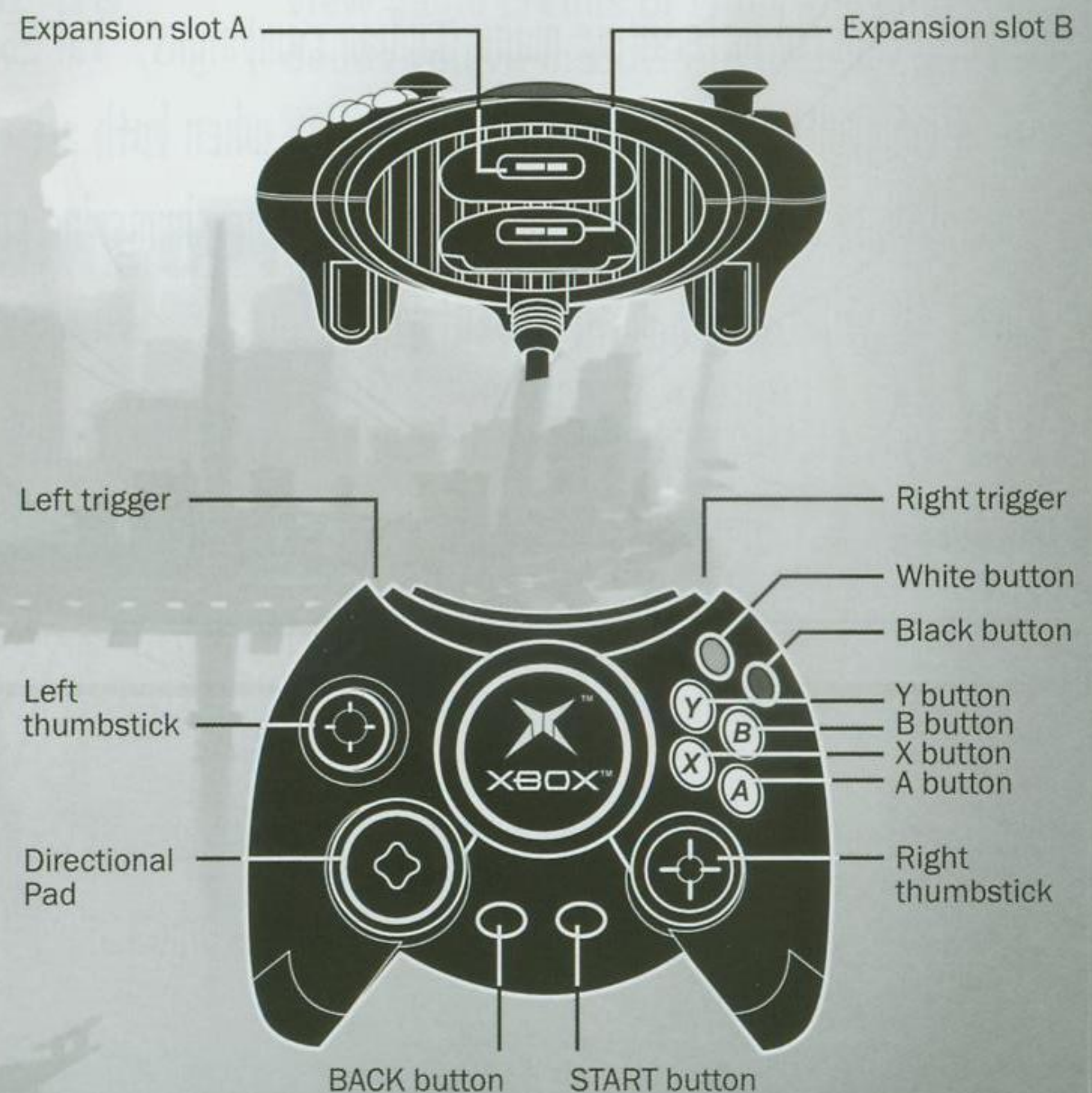
To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Connect the Xbox Controller to any controller port of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Turok™: Evolution™.

Note: Turok™: Evolution™ is for 1-4 players.



INTRODUCTION

There have been many generations of special warriors chosen to carry the mystic mantle of Turok, and their stories are told wherever grateful people gather to honor their heroes. This adventure, *Turok: Evolution*, concerns one of the greatest of them all, Tal'Set, leader of the Saquin nation.

About to enter battle against Captain Bruckner, a brutal butcher and vengeful veteran of many Indian campaigns, Tal'Set is ready to confront this most hated of enemies, when both are mysteriously plucked out of their world and into the simmering swirl of vicious plans that await in an ancient place....

There are sinister stirrings in the Lost Land, disturbing rumbles of a coming reign of unquenchable raging fury. It falls to Tal'Set to explore a wide range of terrain, and triumph in each; to battle in the air, in steaming jungles and beneath the rippling water.

If he is wise and swift and cunning, if he is courageous and agile and bold, he may yet emerge victorious and show all who follow the meaning of the name... Turok.

MAIN MENU

At the title screen, press the **START** button to advance to the Main Menu, which offers these choices:

- NEW GAME** Begin a new adventure from the beginning.
- LOAD GAME** Load a previously saved game from the Xbox hard disk to resume where you left off.
- OPTIONS** Set options to suit you.
- MULTIPLAYER** Play a variety of games with up to four players. See Multiplayer on page 19 for details.
- CHEATS** View game credits or enter any cheat codes you've discovered to turn on various game cheats.

GAME OPTIONS

- Auto Aim** Choose to play with Auto Aim feature ON or OFF. When ON, targeting is automatic, making for easier hits (default is OFF).
- HUD** Choose to play with the standard Heads Up Display information (health, ammo, etc) showing (ON) or not (OFF) (default is ON).
- Crosshair** Choose to play with aiming crosshair ON or OFF (default is ON).
- Violence** Choose to play with graphic violence.

CONTROL SETUP

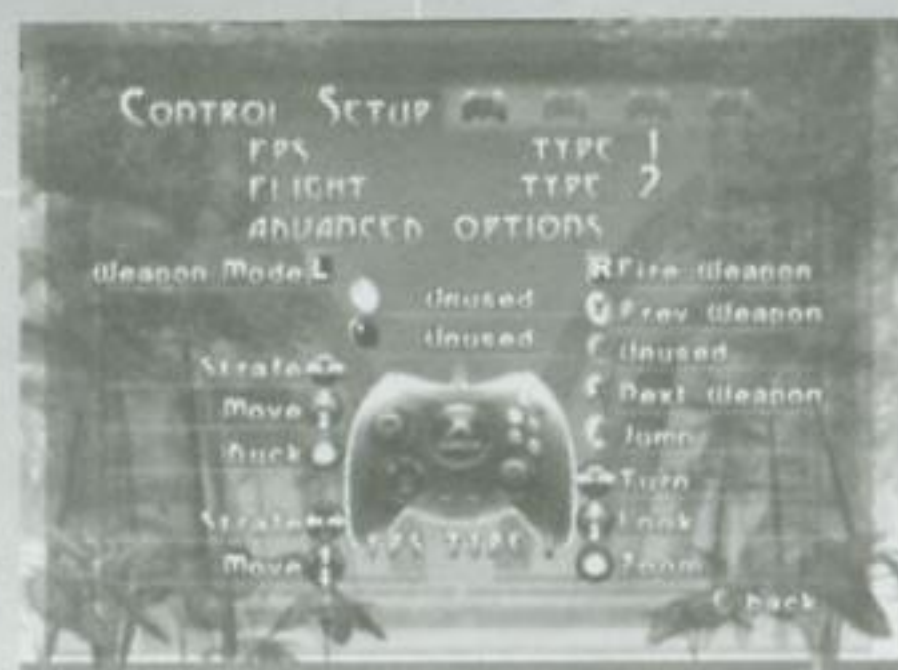
Set controls scheme for any of up to four controllers.

FPS

Choose your preferred First Person Shooter control scheme.

Flight

Choose your preferred flight control scheme.



Advanced Options

Look Spring

When ON, your view will return (spring back) to its neutral position when the look control is released. When OFF, your view will remain where it is pointed when the control is released (default is OFF).

Invert Look

When ON, pressing ↓ will point the view up, and vice versa. When OFF, you will look in the same direction you press (default is ON).

Vibration

Turn the vibration effect on your Xbox Controller ON or OFF (default is ON).

Horizontal Speed On a 0 to 10 scale, set how fast the camera moves horizontally (Default is 5).

Vertical Speed On a 0 to 10 scale, set how fast the camera moves vertically (default is 5).

SOUND OPTIONS

SFX Volume

On a 0 to 10 scale, set the sound effects volume.

Music Volume

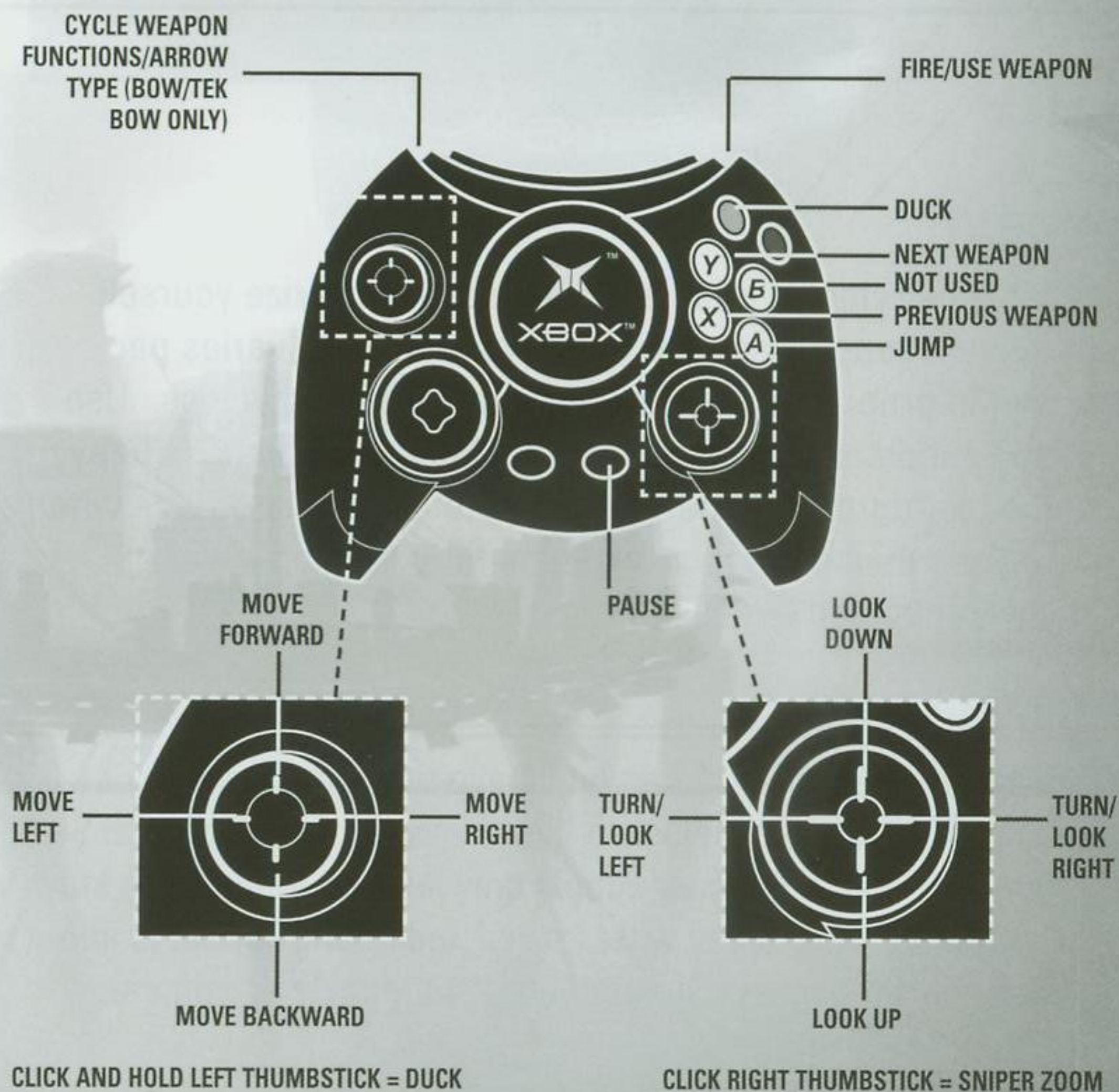
On a 0 to 10 scale, set the music volume.

PLAYING TURBO EVOLUTION

DEFAULT CONTROLS

Controls shown are the default Type 1 controls with default option settings. You can change control schemes by selecting Control Setup from the Options menu.

FIRST PERSON MODE



Note: the right thumbstick is also used to AIM your weapon.

FPS GAME DISPLAY

Health You begin with 100 health points. As you take damage your health points go down. When you reach 0 points, you are dead.

HEALTH

CURRENT AMMO SUPPLY



COMBAT

Combat is extremely varied and intense. Familiarize yourself with every weapon's second and third functions (varies per weapon) in order to maximize your combat effectiveness. Use your surroundings to your advantage. Enemies will make heavy use of cover during combat; don't waste ammunition! Fire when they expose themselves, or take time for precision shots at partially concealed enemies.

SWIMMING

There are many points where you'll have to swim. Generally, swimming controls are similar to land movement controls. Tal'Set is a fine swimmer, but his air supply only lasts so long. If you stay under too long, the display will turn red, indicating Tal'Set is about to drown. Surface (press Jump control) as quickly as you can.

CLIMBING

In certain places you can climb by approaching climbing surfaces and continuing to press **↑** on the **left thumbstick** to climb up, or **↓** on the **left thumbstick** to climb down.

FLIGHT CONTROLS

At some points in your adventure, you must pilot a flying Quetzalcoatlus to accomplish your missions.

FIRE ROCKETS

FIRE MACHINE GUN

CHANGE PERSPECTIVE

ACCELERATE/SPEED UP

ROLL RIGHT

ROLL LEFT

DECELERATE/SLOW DOWN



DIVE

BANK LEFT

BANK RIGHT

CLIMB



FLIGHT GAME DISPLAY

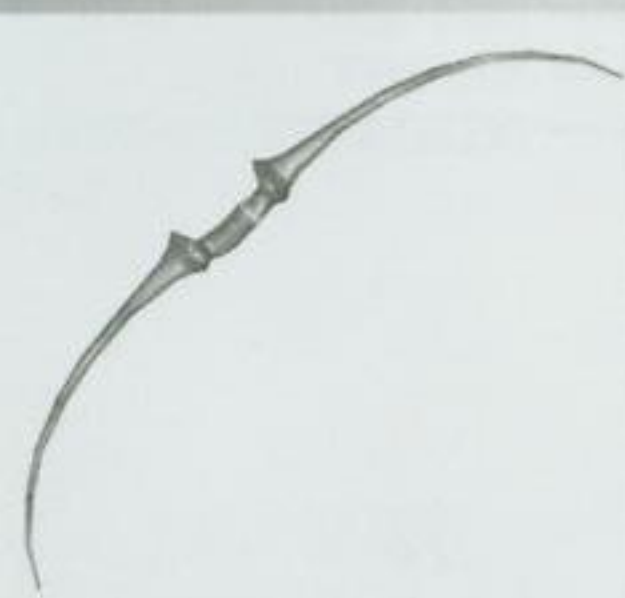
HEALTH



WEAPONS (FPS Mode)



War Club The mighty War Club is the basic weapon you begin with, and is handy for close combat throughout your travels. When switched to its secondary function, it can be charged and the deadly spikes will bring sorrow to a target.



Bow The first distance weapon you collect, the Bow offers the ability to strike from afar. Remember to collect extra arrows, and that you can re-equip your quiver by recovering any standard arrows you shoot.



Tek Bow The Tek Bow is a much stronger bow equipped with special arrows that make enemies cry out for death. A powerful two-stage sniper zoom makes the Tek Bow a supreme choice for long range attacks.



Pistol The Pistol is a powerful automatic weapon. Make sure to collect ammo!



Sniper Scope Collect the Sniper Scope to add lethal sniper capability to your Pistol.

Shotgun The Shotgun fires a wide spread pattern that makes it less effective at medium or long range. Deadly in close quarters combat.

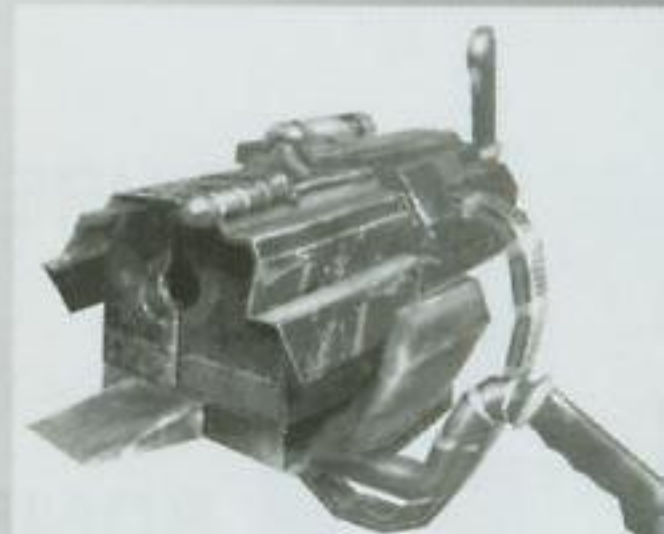


Quad Shot This useful device will allow you to load up to four Shotgun Shells at once, exponentially increasing the killing power of your Shotgun!

Grenades Grenades are excellent for use against entrenched enemies. Hit the secondary to activate deadly spikes that will allow the Grenade to stick to walls, ceilings, and enemies. Awesome!

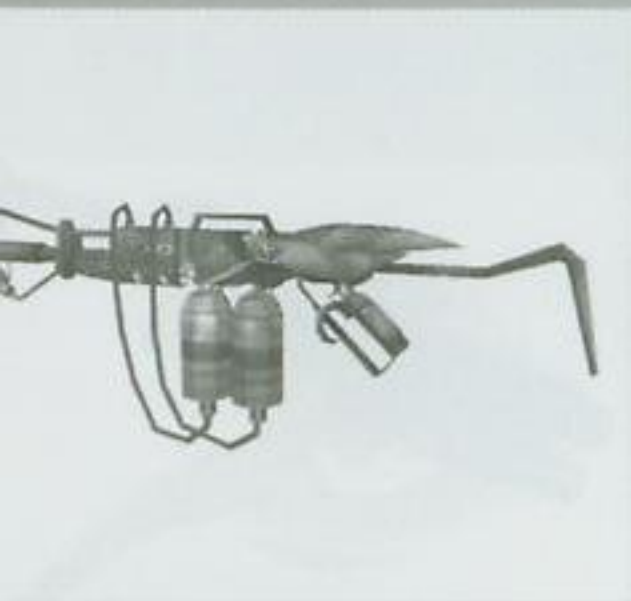


Flechette Gun This watertight, air compressed wonder fires large steel darts. Air compressed power makes it a silent weapon, and enemies cannot hear its fire. This is the only firearm that can be used underwater.



Minigun Barrels Locate the Minigun Barrels and your Flechette Gun unfolds to reveal 18 barrels of 20mm death! Ammo goes quickly, but the Minigun can vaporize even huge opponents.





Flame Thrower Hand-held Hell is here in the form of a gritty gas burner that will barbecue foe and foliage. Did someone say "extra crispy"? Single Player Only.

Napalm Alternate Switch to the secondary fire to lob gelatinous projectiles at your enemies.



Spider Mine This remote controlled device is a cunning way to attack enemies from concealed locations. Deploy the device by pulling the **right trigger**, then control it as normal in FPS mode. Pull the **right trigger** when deployed to perform the selected function (see below). The Spider Mine has several functions, which are selected by pulling the **left trigger**. They are as follows:



LURE

Causes nearby enemies to follow the device, allowing you to set up ambushes or clear enemies from key positions.



BOMB

Detonates a powerful explosive, lethal to nearby enemies.



GAS

Dispenses a lethal cloud of poisonous gas.



ABORT

Instantly returns the player to FPS mode.

Note: The Spider mine has a limited range. The further the device moves away from Tal'Set, the weaker the signal becomes. If the device travels beyond its maximum range, it will self destruct automatically.

Rocket Launcher This powerful piece of primal ordinance fires a single large rocket surrounded by smaller swarming rockets. No need for an artillery strike when you've got one of these babies!



"Swarm-Bore" Attachment Collect the "Swarm-Bore" Attachment upgrade and you can fire 5 lethal homing projectiles at a single enemy. Each bore is a drill bit from hell, and can saw through flesh and bone. Eewwww....

Nuke Attachment Who needs backup when you're packing a portable nuke? Collect this upgrade and your rocket launcher can fire a burst of atomic energy that will vaporize any enemy that gets pulled into its blast radius. You must collect ammo for this baby. Nuke ammo does not carry over from level to level. When you get a shell, it's use it or lose it.

Plasma Cannon The Plasma Cannon fires a blast of superheated energy that will give enemies more than a hotfoot.



Seeker Upgrade Collect the seeker lens and your Plasma Cannon can fire homing projectiles at multiple enemies.

Chain Upgrade Collect the chain lightning lens and your Plasma Cannon will fire a powerful burst that will arc from one enemy to the next! That's gotta hurt!



Gravity Disruptor The gravity disruptor fires a shot that will send enemies flying backwards like they were hit by a freight train!

Antigrav Beam Switch the weapons function and you can capture an enemy in a powerful antigravity beam and hold him there. Slam 'em into walls, floors, ceilings, or even other enemies. (Not available in multiplayer)

Antigrav Burst Hold down the shoot button, and your gravity disruptor will create a huge shock ring around Tal'Set. Charge and release to send any nearby enemies flying in every direction.



Crossbow (multiplayer only) The crossbow delivers a powerful punch in a compact size, which makes it perfect for a man on the go. A full selection of arrows and powerful 2 stage sniper zoom makes the crossbow a deadly weapon indeed.



Dark Matter Cube In its primary state, the Dark Matter Cube acts much like a grenade, causing a powerful disruption. In its secondary form, it creates a matter anomaly and sucks enemies into its eerie vortex.

PICKUPS (FPS Mode)

AMMO

Arrows These arrows are steel shafted and come with a nasty tip. They can be used with any type of bow.

Explosive Arrows These arrows come with an explosive charge that detonates on impact. Be careful not to fire them at an enemy that is too close or you could lose your own limb. The explosive arrow can be used with any type of bow.

Poison Arrows These malicious arrows carry a deadly poison that can incapacitate the largest of enemies. Only the Tek Bow is powerful enough to launch this deadly projectile.

Pistol Bullets These .45 caliber rounds pack a mean punch when fired out of a pistol or sniper upgrade.

Shotgun Shells Packing a deadly blast in each cartridge. Load up to 4 shells into the quad shotgun for a devastating blast.

Flechettes Loading up your Flechette gun with these mean little darts gives a new meaning to the term "silent but deadly."

Minigun rounds Normally rounds of this size are only used in aircraft. Put them in your minigun and you can deliver a solid sheet of lead at your enemies.





Fuel A pyromaniac's dream, five liters of ultra flammable high-octane fuel. Normally used for jet engines, instead you can use it for barbecuing your enemies with your flamethrower.



Rocket Clusters These rocket clusters are very dangerous. Use them with caution in your rocket launcher.



Swarm Bores While looking small and harmless, the swarm bores are some of the most feared ordinance in the Lost Land. Nothing is scarier then seeing a rocket launcher with the swarm bore attachment bearing down on you.



Nuke Useful for when you have to kill every last living creature in a room. Strap on the upgrade to your rocket launcher and let her rip.



Plasma Battery These are used to power the high energy Plasma Cannon.



Anti-Matter Cell These alloy cells store powerful anti-matter particles. They provide the gravitational forces used inside of the Gravity Disruptor.



Tarkeen Keys Tarkeen Keys are hidden in certain areas which allow you access to otherwise impassable places.

MULTIPLAYER

These pickups can only be found in multiplayer

Cloaking Belt This handy device renders the player practically invisible for a short period of time. It is perfect for sneaking up on that unsuspecting sniper.

Death Helm An ancient barbarian cursed this helm long ago. Over time it has passed through generations of generals and kings. To the wearer it gives them ultimate power, but at a price.

Empathy Chest Plate This piece of armor well protects its owner by both blocking half of the damage being given to him, and by firing the other half back at the attacker.

Jump Boots Ever see that item that you can't quite reach? Never worry about that again with these handy boots that can put quite a spring in your step. Beware, however, as they wear out after only 3 uses.

Shield Belt This electronic body bracelet gives the player an invisible energy shield that can absorb the impact of all but the most deadly projectiles.

Damage Idol Each Damage Idol permanently increases the amount of damage a player can do by 20% while they still live. Collect up to five to double your damage.

MaxHealth Idol Each MaxHealth Idol permanently increases your maximum health by 20 points while you still live. Collect up to five to max out your health at 200 points.





Regeneration Idol Each Regeneration Idol permanently increases the rate at which you can regenerate health automatically as long as you stay alive. Collect up to five to reach the maximum rate of regeneration. This can become very powerful combined with the MaxHealth Idol.



Speed Idol Each Speed Idol permanently increases the running speed of a player while they manage to stay alive. Collect up to five to run at the maximum speed possible.

HEALTH



Small Med Kit Use this healing salve to heal small scrapes and wounds.



Large Med Kit This large medical kit can be a real lifesaver when low on health.

WEAPONS (Flight Mode)



Machine Guns Your winged mount is armed with twin .50 caliber machine guns. Ammunition is unlimited, so let 'em rip!



Homing Missiles In addition to your machine guns, your mount can also fire homing missiles. Center the crosshairs on an enemy to acquire a lock before pressing fire. (NOTE: Not all targets will lock on.)

PICKUPS (Flight Mode)

Rockets Restocks your homing rocket reserves.

Health Filling your Quetzalcoatlus's belly will help give him strength to continue the battle.

Overdrive This add-on temporarily gives your machine guns the extra firepower needed to get through the toughest fights.



SINGLE PLAYER

In a single player adventure, you begin play as Tal'Set and must battle your way through all the various challenges that await you in the Lost Land until you are finally able to destroy Captain Bruckner and his horrible host Lord Tyrannus.

MULTIPLAYER

There are many ways to enjoy Turok action with your wonderful friends. You can select any of the available multiplayer areas to wage war in.

Deathmatch: Battle to the death. Highest score wins.

Team Deathmatch: Team up to fight each other to the death.

Hunter: Score points by killing as the hunter. Kill the hunter to become one.

Capture the Flag: Steal the other team's fire and return it to your own base. Highest score wins.

One Flag: Teams battle for the single torch to light their team's fire.

Last Man: Battle to be the last alive in each round of death.

Monkey Tag: Hold on to the monkey. Person who holds it the longest, wins.

Turok Fight: Battle to the death with warclub and bows only.

Team Turok Fight: Team up using bows and the warclub.

Warrior Rage: Making multiple kills without dying increases your power.

Blood Bath: Players start with all the weapons.

Beginner Deathmatch: Auto balancing the good and the weak.

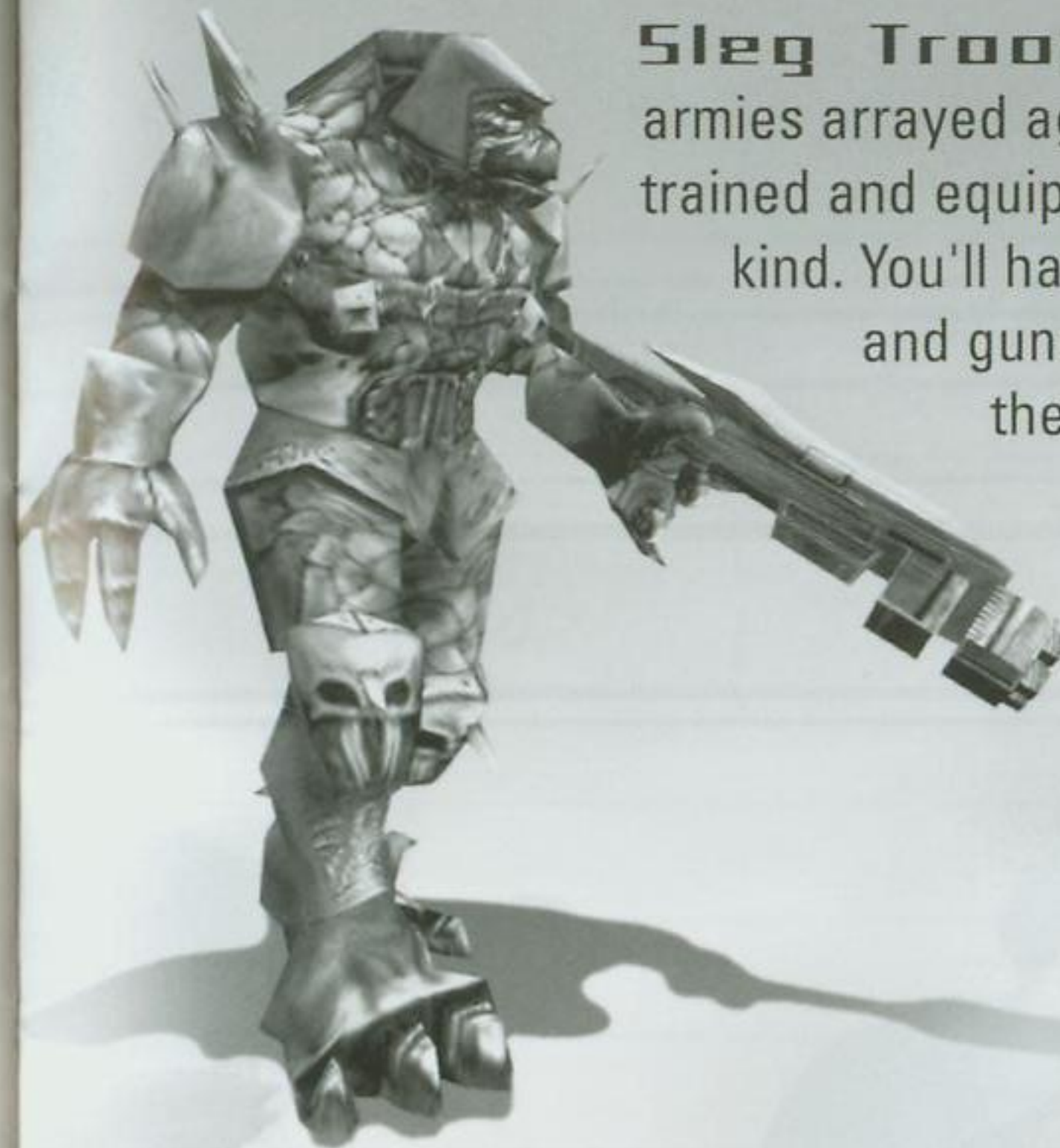
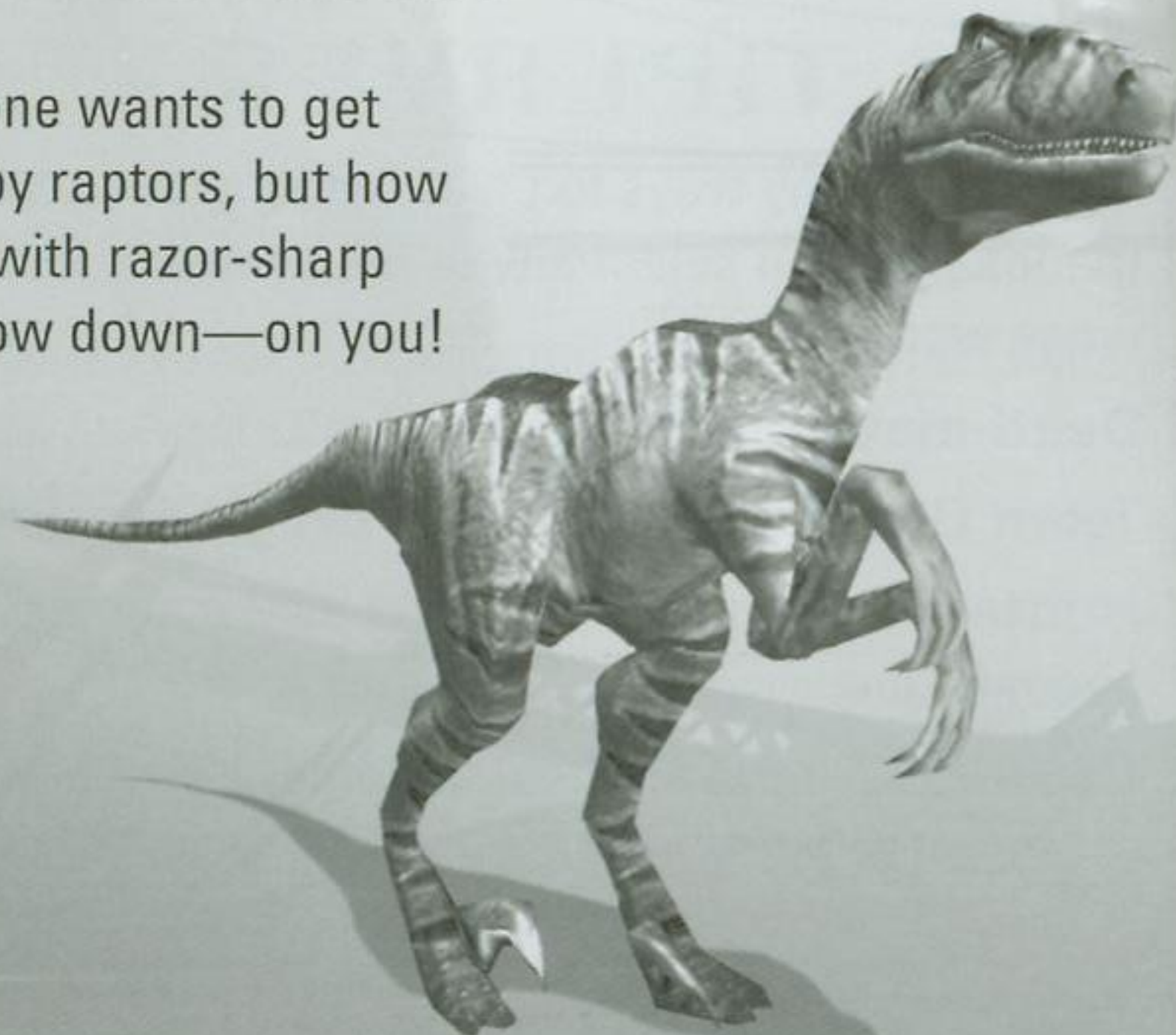
Sniper Match: Sniper Pistol and bows. Only headshots count.

Flight: Fight to the death on the back of Quetzalcoatluses.

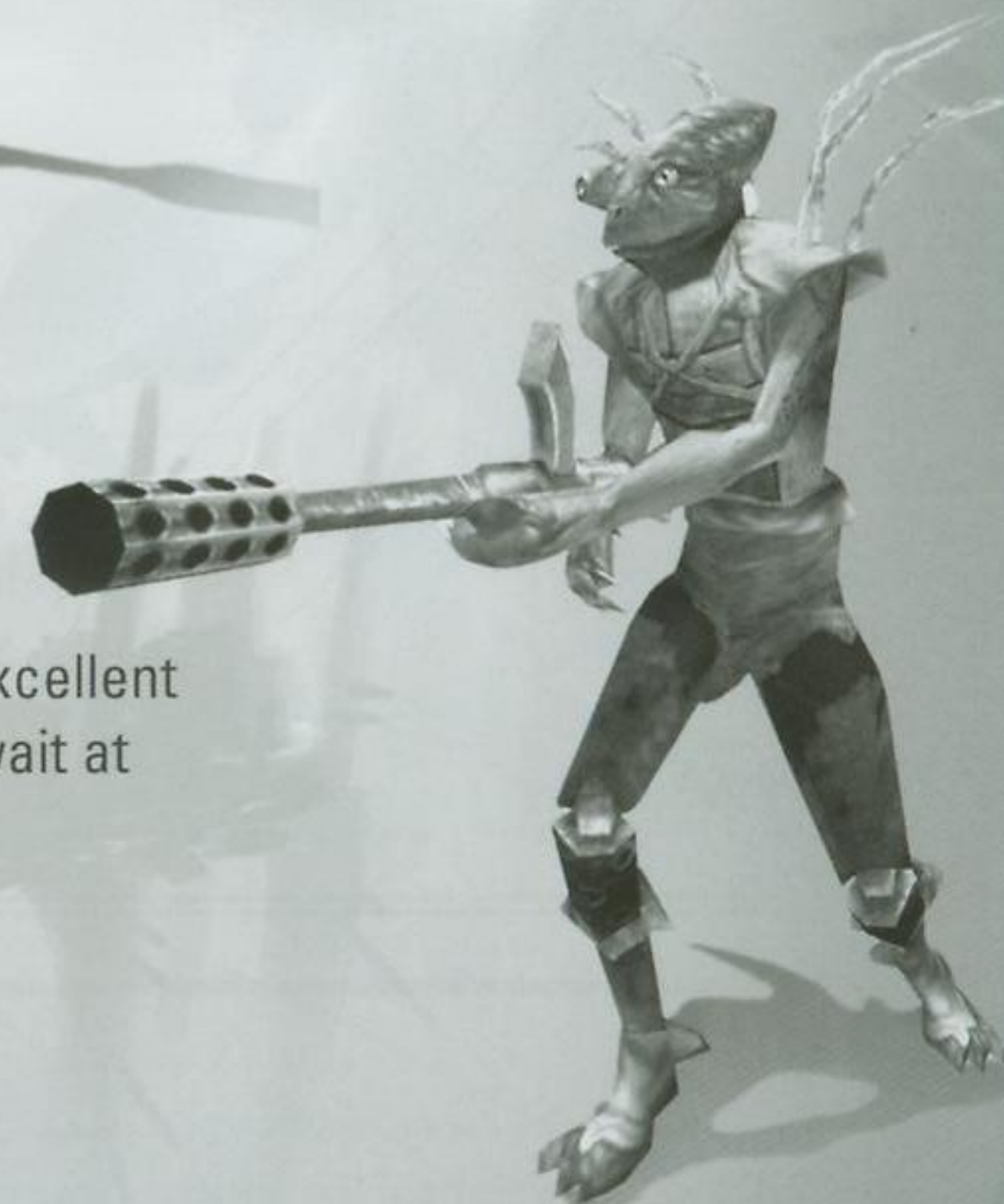
ENEMY GALLERY

Here's a look at a few of the foes you'll face. Of course, there are many, many more to contend with!

Raptor No one wants to get ripped to shreds by raptors, but how do you stay alive with razor-sharp teeth about to chow down—on you! Find a way!



Sleg Troops There are vast armies arrayed against you, with well trained and equipped soldiers of every kind. You'll have your hands full running and gunning these troops into their graves.



Sniper Snipers are excellent shots and typically lay in wait at strategic points.

Notes

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